

## ORDER OF CRIMSON KNIGHTS

Vampires are very particular about their servants. Most are mindless thralls or feral beast. However, the most powerful vampires have been known to infect their most loyal warriors with a form of vampirism, improving their martial skill with dark magic. Known as Crimson Knights, these magi use the power of blood magic to enact the will of their masters.

### CRIMSON SPELLS

When you gain a level in this class, you can replace one spell from this feature with a necromancy or enchantment spell, of the same level from the sorcerer, warlock, or wizard spell list.

#### Sorcerer Level Spell

1st	<i>command, inflict wounds</i>
3rd	<i>spider climb, suggestion</i>
5th	<i>gaseous form, vampiric touch</i>
7th	<i>blight, greater invisibility</i>
9th	<i>destructive wave (necrotic only), dominate person</i>

### BLOOD MAGIC

When you join this Order at 3rd level, you are taught the dark secrets of blood magic. Whenever you would expend a magus spell slot, you can choose to expend your hit points instead as indicated in the table below. Both your current hit points and maximum hit points are reduced by the number of hit points you expend, and this hit point reduction cannot be lessened in any way. Any reduction to your hit point maximum from this feature lasts until the end of your next long rest.

Slot Level	Hit Points	Slot Level	Hit Points
1st-level	4	4th-level	12
2nd-level	6	5th-level	14
3rd-level	10	-	-

Moreover, when you slay a creature with a magus spell of 1st-level or higher, you gain temporary hit points equal to five times the level of spell slot you expended to cast the spell.

### VITAL SIGHT

Also at 3rd level, you gain an alternate use for your Spellsight ability. When you use Spellsight, you can instead choose to sense any living creatures within 30 feet, instead of magic.

### CRIMSON RESILIENCE

The dark magic that infects your soul has made you resilient. At 6th level, you gain resistance to both necrotic and poison damage, and you have advantage on saves to resist poisons.

Also, when you have temporary hit points from your Blood Magic feature, you gain resistance to bludgeoning, piercing, and slashing damage from non-magical, non-silvered, attacks.

### MISTY ESCAPE

Starting at 14th level, your sinister power allows you to cling to life when others would fall. As a reaction to when you are reduced to 0 hit points, but not killed outright, you can turn into a cloud of swirling mist, and reappear with 1 hit point in an unoccupied space within 30 feet.

Once you use this reaction you must finish a short or long rest before you can use it again. If you have no uses left, you can spend a spell slot of 2nd-level or higher to use it again.

### CRIMSON CONQUEROR

You have mastered the sinister blood magic within your soul. At 20th level, you can use your action to take on the form of a vampiric warlord, gaining the following benefits for 1 minute:

- When you deal necrotic damage to a creature with a spell of 1st-level or higher, you can grant yourself temporary hit points equal to half the necrotic damage you dealt. These temporary hit points count as part of your Blood Magic.
- You gain a flying speed equal to your movement speed.
- You can move through other creatures and objects. If you end your movement inside an object or creature, you are shunted to the nearest unoccupied space, and take 1d10 force damage for every 5 feet you were forced to travel.

This feature ends early if you are incapacitated or if you end it as a bonus action. Once you use this feature, you must finish a long rest before you can use it again. If you have no uses left, you can spend a 5th-level spell slot to use it again.



## LICENSE

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE  
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.  
  
System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

**END OF LICENSE**

